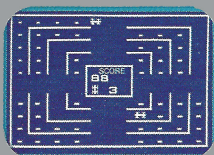


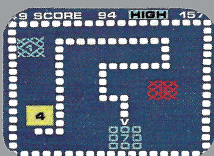
# VIC-20

## THE FRIENDLY COMPUTER

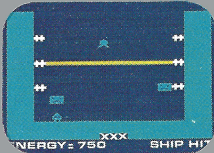
### Recreational Programs On Tape



**CAR CHASE** This exciting "race car" simulation lets you match wits against the computer. You're racing around a mazelike track, picking up points as you go — but the computerized car is racing around the track in the opposite direction . . . trying to crash into you! You have to out-drive the crash car by accelerating, decelerating and moving from track to track. Fast action for all ages.



**SLITHER/SUPER SLITHER** Two games in one! Slither is a "beat the clock" type action game. Numbered targets appear and disappear at random. Can you guide the "Slither" to the target and get the points before time runs out? Think "Slither" is hard? Try "Super Slither!" Both games are computer "classics." All ages.



**BLUE MEANIES FROM OUTER SPACE** The Blue Meanies are coming! The Blue Meanies are coming! You defend your starbase from the dreaded "Blue Meanies," scourge of the galaxy. You've got laser cannons, fuel supply ships and a repair robot. Be careful you don't run out of fuel . . . and watch out for the Meanies . . . they get "meaner" after the first wave! Develop your own unique strategy. Excellent space game for young computerists.



**VIC 21 CASINO STYLE BLACKJACK** Can you beat the dealer? This game pits 1 or 2 players against the "house" and gives you all the options of a casino blackjack game: hit, stay, split, double down or surrender. The "house" deals just like a real casino blackjack table. A fun way to sharpen your skills before a trip to Las Vegas or Atlantic City, or just for your own enjoyment!



**BIORHYTHM/COMPATIBILITY** Are you compatible with your boss? Lover? Relatives? Co-workers? Movie stars? The VIC Biorhythm Game not only charts your biorhythms but compares you to anyone you choose! Find out which days are intellectually, physically, or emotionally "critical." The computer makes it easy. See how you compare to your friends . . . or enemies. Great fun at parties!



**SPACEMATH** This educational game for grades 1-5 combines elementary math drills with the excitement of a space action game. The object is to solve a math problem before a missile strikes your spaceship. Pick your own combination of drills including addition, subtraction, multiplication and division. A super learning tool!

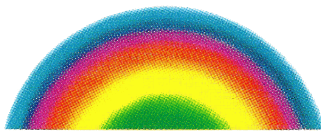
The most affordable  
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For more information call  
toll free 1-800-523-5622.



**commodore**  
COMPUTER

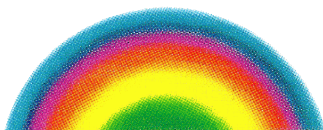
Commodore cassette tape programs are prerecorded for use with the VIC 20 Personal Computer and Commodore Cassette Tape Recorder.





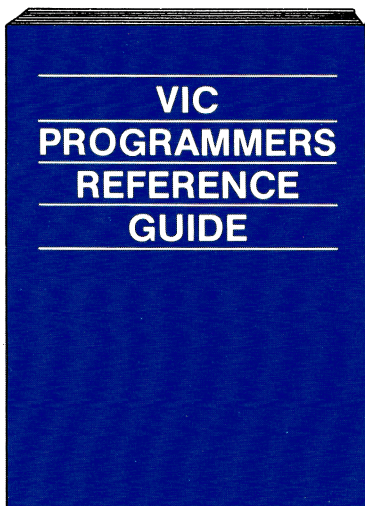
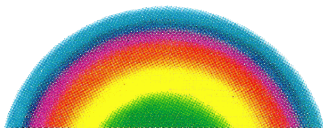
## Commodore Datassette Tape Recorder

The Datassette Tape Recorder is the most popular "first accessory" for the new VIC owner. The Datassette lets you store your own computer programs on standard audio cassette tapes or use Commodore's low-priced prerecorded tape programs (like those described in this brochure). This accessory is specially designed for use with the VIC. It connects directly to the computer and requires **NO BATTERIES OR POWER CONNECTIONS**. The Datassette is indispensable for both new and experienced computerists alike.



## VIC Programmable Character Set/Gamegraphics Editor

Want to create your own spaceship and make it zoom across space? Our Programmable Character tool lets you replace up to 64 of the VIC's characters with your own unique symbols. For example, you can create your own "rocket ship" and make it zoom across the screen, or redefine the shapes of the VIC's alphabet and make them look more "exotic." Programmable characters are used extensively in "gamegraphics," which let you design your own unique VIC game! There are countless uses for this program, which comes fully documented with information for both hobbyist-programmers and first-time computerists. The best feature of the Character Set Editor is that it gives you the ability to define the symbols your own way and **SAVE THEM IN YOUR OWN BASIC PROGRAM USING ONLY HALF A KILOBYTE FOR ALL 64 CHARACTERS!**



## VIC Programmers Reference Guide

This "Bible" of the VIC is a must for serious programmers. It contains full documentation on VIC hardware and software, including sections on BASIC and MACHINE CODE programming, memory maps, input/output routines, creative programming techniques, and much more — all the information you need to perform computer magic on the VIC. One of the most "user friendly" programming references ever offered.

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**this document was generously  
contributed by  
Michael Tomczyk**